

# Course Syllabus INST 5215/6215 - Digital Video Production

Fundamental theories and practice in camera and computer-based audio and video production, including recording, editing, and digitizing audio and video segments for creative storytelling, education and training applications.

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Office: Public Relations & Marketing Rm 001 (basement of Public Relations & Marketing Building)  
Office Hours: By appointment  
Class Day/Time: Monday 5:00pm-7:30 pm  
Location: Education 280

## 6215 Extra Requirements

2 page summary paper on the advantages or disadvantages of using video in education and/or communication. To be turned in with the Final Project.

**\*\*Distance Education Students** are responsible for having an HD video camera, memory cards, tripod, and lavalier mic.

## Required Reading

"Video Production Handbook" - Fifth Edition - Author: Jim Owens, Gerald Millerson ISBN: 978-0240522203

## Required Materials

High capacity/High speed flash drive or hard drive to store and move your project files.

## Recommended Materials

Access to High definition camera, fluid head tripod, recording media, and lavalier microphone. **\*\*Camera & gear checkout is available for Logan Campus students.**

## Editing Software

Final Cut Pro X, iMovie, and Adobe Premiere Pro will be available in the computer lab and classroom.

## \*\*Camera Checkout

**\*\*Camera Checkout is available for students on the Logan Campus ONLY!**

Cameras, tripods, and some audio equipment will be available for checkout on a day to day and first come first serve basis. Contact Deidri Nilesen for checkout of cameras and equipment.

Deidri Nielson

Education 215

(435) 797-2694

[deidri.nielson@usu.edu](mailto:deidri.nielson@usu.edu) (<mailto:deidri.nielson@usu.edu>)

Camera equipment is available for checked out Monday - Friday from 8am - 4pm and are due back within 24hrs

Weekend check out must be returned by 9am on Monday - No checkout available over holiday weekends

Computer/Editing Labs

Education 280 (25 mac/pc with Adobe Premiere, Final Cut X, and iMovie)

## Assignments

### 1- Introduction – 70 pts

Part 1

**Check out a camera from the Instructional Technology Department or use your own. Video yourself answering these questions**

**Your Name**

Year in school

Major

Where you're from

Why you took this class/What you want to gain from this class

### Part 2 edit (in class Education 280)

Dissolve up from black

Name super

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<https://usu.instructure.com/courses/191478/assignments/syllabus> Page 2 of 5

Dissolve to black

Master to QuickTime (ftp to class Drop Box)

## 2- Montage - Pre-Production Paper - 20 pts

### 3- Montage - 100 pts

Shoot 30 - 40 minutes of raw footage

Using the rule of thirds

Include: Low/high Angles, Pans, Tilts, Zooms, Static shots (let the action happen within the screen) wide, medium, close-up, extreme close up

Be aware of natural light, color, shadows, foreground and background elements

USE A TRIPOD

Edit a video that is 2-3 minutes long. Pick your best shots and best movements

Dissolve up from black

Title slide

Music

Choose shots that are stable, with good composition. Include at least one of each shooting technique

Fade to black

Master to QuickTime (ftp to class Server and to Canvas)

## 4- Commercial - Pre-Production Paper - 20 pts

### 5- Commercial - 100 pts

Produce a 30 - 60 sec. commercial of your choice

Script

Shot List

EDL

Dissolve up from black

Music

Graphics if applicable

Voice Over and/or On Camera Talent

Use b-roll

Dissolve to black

Master to QuickTime (ftp to class Server and to Canvas)

## 6- Single Camera - One Person Interview - Pre-Production - 20 pts

### 7- Single Camera - One Person Interview - 100 pts

Shoot a 2-4 minute interview and edit using relevant b-roll.

You will need to find a person to be the interviewer and the interviewee.

Script

Use 3 point lighting

Pay attention to exposure, composition and sound levels

EDL

Dissolve up from black

Title w/music

Name super

Edit out the question

Use b-roll to cover edits

Dissolve to black

Master to QuickTime (ftp to class Server and to Canvas)

## 8- Final Project – Documentary/Mockumentary (Group Project)

To be negotiated by instructor and group

Script (group)

Storyboard (group)

EDL (group)

## 9- Final Project Paper - (individual) 250 pts.

## 10- Critique Papers- 100 pts (5 due by mid-term and remaining 5 due before the final)

Write a paragraph discussing the shooting and editing techniques and processes used from a production of your choice. (TV show, Youtube, Vimeo, Feature Film, etc.) Discuss effectiveness of the techniques and explain in detail why they were effective. If the techniques were not effective discuss how they could be improved upon.

>93% = A

90-93% = A-

87-90% = B+

83-87% = B

80-83% = B-

77-80% = C+

73-77% = C

70-73% = C-

60-70% = D

>60% = F

#### Additional Items

Incompletes and disability accommodations will be granted according to a potentially strict interpretation of University Policy (<http://www.usu.edu/policies/>). Because of the nature of the course material and activities, this will be an extremely difficult course to complete after the semester is done, so please make all efforts to avoid an incomplete. Please alert the instructor as soon as an issue arises so accommodations for your personal situation can be made. Students who feel they have been unfairly treated may file a grievance through the channels and procedures described in the Student Code: [http://studentlife.tsc.usu.edu/stuserv/pdf/student\\_code.pdf](http://studentlife.tsc.usu.edu/stuserv/pdf/student_code.pdf) (Article VII. Grievances, pages 25-30). Students are expected to maintain "The Honor System" required by USU: <http://www.usu.edu/aia/ACADEMIC/syllabusres.cfm#honor> (<http://www.usu.edu/aia/ACADEMIC/syllabusres.cfm#honor>)

The course fees collected in this course are used to pay for software licensing, computer lab equipment, and/or server access.